

Exhibit 1

USPTO PATENT FULL-TEXT AND IMAGE DATABASE

[Home](#)

[Quick](#)

[Advanced](#)

[Pat Num](#)

[Help](#)

[Next List](#)

[Bottom](#)

[View Cart](#)

Searching US Patent Collection...

Results of Search in US Patent Collection db for:

7346472: 65 patents.

Hits **1** through **50** out of **65**

Final 15 Hits

Jump To

Refine Search

7346472

PAT. NO.

Title

- 1 [8,568,234](#)  [Simulating musical instruments](#)
- 2 [8,562,403](#)  [Prompting a player of a dance game](#)
- 3 [8,550,908](#)  [Simulating musical instruments](#)
- 4 [8,549,305](#)  [Steganographic method and device](#)
- 5 [8,542,831](#)  [Multiple transform utilization and application for secure digital watermarking](#)
- 6 [8,538,011](#)  [Systems, methods and devices for trusted transactions](#)
- 7 [8,526,611](#)  [Utilizing data reduction in steganographic and cryptographic systems](#)
- 8 [8,521,779](#)  [Metadata record generation](#)
- 9 [8,488,838](#)  [Combined watermarking and fingerprinting](#)
- 10 [8,473,746](#)  [Methods, systems and devices for packet watermarking and efficient provisioning of bandwidth](#)
- 11 [RE44,307](#)  [Methods, systems and devices for packet watermarking and efficient provisioning of bandwidth](#)
- 12 [8,467,525](#)  [Steganographic method and device](#)
- 13 [8,465,366](#)  [Biasing a musical performance input to a part](#)
- 14 [8,449,360](#)  [Displaying song lyrics and vocal cues](#)
- 15 [8,444,486](#)  [Systems and methods for indicating input actions in a rhythm-action game](#)
- 16 [8,444,464](#)  [Prompting a player of a dance game](#)
- 17 [RE44,222](#)  [Methods, systems and devices for packet watermarking and efficient provisioning of bandwidth](#)
- 18 [8,439,733](#)  [Systems and methods for reinstating a player within a rhythm-action game](#)
- 19 [8,307,213](#)  [Method and system for digital watermarking](#)
- 20 [8,281,140](#)  [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 21 [8,271,795](#)  [Security based on subliminal and supraliminal channels for data objects](#)
- 22 [8,265,278](#)  [System and methods for permitting open access to data objects and for securing data within the data objects](#)
- 23 [8,265,276](#)  [Method for combining transfer functions and predetermined key creation](#)
- 24 [8,256,665](#)  [Methods and systems for interacting with physical objects](#)
- 25 [8,238,553](#)  [Steganographic method and device](#)
- 26 [8,225,099](#)  [Linear predictive coding implementation of digital watermarks](#)
- 27 [8,224,705](#)  [Methods, systems and devices for packet watermarking and efficient provisioning of bandwidth](#)
- 28 [8,214,175](#)  [Method and device for monitoring and analyzing signals](#)
- 29 [8,189,776](#)  [Method and system for encoding multimedia content based on secure coding schemes using stream cipher](#)
- 30 [8,175,330](#)  [Optimization methods for the insertion, protection, and detection of digital watermarks in digitized data](#)
- 31 [8,171,561](#)  [Secure personal content server](#)

- 32 [8,161,286](#) **T** [Method and system for digital watermarking](#)
- 33 [8,160,249](#) **T** [Utilizing data reduction in steganographic and cryptographic system](#)
- 34 [8,151,113](#) **T** [Methods and devices responsive to ambient audio](#)
- 35 [8,150,032](#) **T** [Methods for controlling rendering of images and video](#)
- 36 [8,121,843](#) **T** [Fingerprint methods and systems for media signals](#)
- 37 [8,121,343](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digitized data](#)
- 38 [8,104,079](#) **T** [Methods, systems and devices for packet watermarking and efficient provisioning of bandwidth](#)
- 39 [8,051,169](#) **T** [Methods and systems useful in linking from objects to remote resources](#)
- 40 [8,046,841](#) **T** [Steganographic method and device](#)
- 41 [8,000,495](#) **T** [Digital watermarking systems and methods](#)
- 42 [7,991,188](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 43 [7,987,371](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 44 [7,953,981](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 45 [7,949,494](#) **T** [Method and device for monitoring and analyzing signals](#)
- 46 [7,930,545](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 47 [7,913,087](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 48 [7,877,609](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digital data](#)
- 49 [7,870,393](#) **T** [Steganographic method and device](#)
- 50 [7,844,074](#) **T** [Optimization methods for the insertion, protection, and detection of digital watermarks in digitized data](#)
-